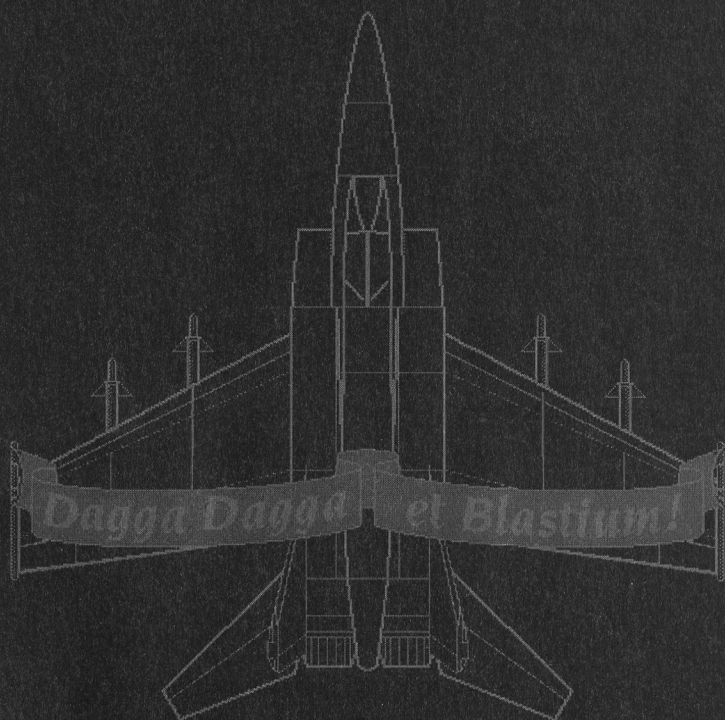


JETSTRIKE

INSTRUCTION MANUAL



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JETSTRIKE

The last you heard from 009 was just after he had infiltrated a meeting of SPUDD (Society of Particularly Undesirable Dastardly Dudes: a secret organisation made up of arms dealers, mad dictators, psychopaths and traffic wardens). The coded message that he sent you was along the lines of:

*"SPUDD planning to take over the entire world.
Let's do lunch.
Cheers,
009".*

Unfortunately, when you arrived at Chez Bond for your lunch and secret agent's meeting, you found 009 slumped over the menu with a knife in his back. To cap it all, the steak was under-cooked !

MI5, the FBI, NASA, the KGB, MOSSAD and even top secret agents from the North Beckinsdale Pigeon Fancier's Association swung into action immediately. They were swiftly halted in their tracks when they received a top level order warning of a massive campaign of bribery of government officials in all countries. It appeared that any overt attempt to destroy SPUDD would result in the downfall of most of the world's governments. SPUDD-controlled leaders would soon rise to replace them.

As the situation has worsened by the day, and SPUDD's forces have grown from strength to strength, the various agencies have now put together an underground task force which they hope will combat the growing threat. This elite task force comprises one agent (yourself - nice of you to volunteer by the way), a highly trained mechanic called Harry, and a field support officer to assign missions. The plan is that you will "borrow" aircraft from local air forces and carry out secret strike missions on SPUDD forces while they are still small enough to have to stay hidden. Hopefully, by damaging their supply lines, factories and control centres, you should be able to ruin their plans of world domination. However, if you wreck too many expensive aircraft, your sponsors will not be able to cover for you, resulting in your sent back to the secret agent's Basic Training School.

Loading Jet Strike

Amiga

Put Disk 1 in the boot drive (usually Drive 0) and switch on the computer.

You can install Jet Strike onto an Amiga's hard disk. First create a directory which will hold all of the Jet Strike files (why not call it Jet_Strike?) Next, copy the HD_Install program from Disk 1 into that directory. Double click on this file from Workbench. After a few minutes the installation process will be complete.

IBM Compatible PCs: MS-DOS Version

Jet Strike can be run from a floppy drive although it is strongly recommended that you install the program onto your hard drive. This will substantially improve the loading time of each section of the game.

To run Jet Strike from a floppy drive, insert Disk 1 into drive **a** and at the **a:\>** prompt type in:

JS <enter>

To install the program to your hard drive, insert Disk 1 into drive **a** and at the **a:\>** prompt type in:

IN <enter>

The installation program will create a directory called **JS** (unless you instruct it to do otherwise) into which it will copy all of the Jet Strike files.

To run the program, once it has been installed, enter the **JS** directory by typing in:

cd \JS <enter>

at the **c:\>** prompt.

Next, type in:

JS <enter>.

IBM Compatible PCs: MS-Windows Version

The MS-Windows version of Jet Strike must be installed to your hard drive before you attempt to use it. Insert Disk 1 into drive **a**. Run the installation program directly from the Window's Program Manager. Select **Run** from the Program Manager's **File** menu and type in the following in the **Command Line** field of the dialogue box:

a:setup

and then click on **OK**.

This program will create a program group which will contain an icon labelled Jet Strike. To run the program double-click on this icon.

The Game



In Jet Strike you must stop the devious SPUDD forces by attacking them with your "borrowed" aircraft. Your Commanding Officer will give you a mission objective which you have to try to achieve without being shot down, blown up, crashing into mountains or being kidnapped by space aliens (only kidding!)

Upon loading Jet Strike you will see the Game Selection Screen. This has a number of buttons which allow you to choose how you play the game.

There are four game variants: **Training**, **Practise**, **Combat** and for two players, **Aerolympics**.

Move the pointer around the screen using the Joystick or mouse. To select an option press Fire while the pointer is above it.

Pressing Fire with the pointer above **COMBAT**, **PRACTISE** or **AEROLYMPICS** will allow you to load and play one of these three variants. To play a training mission you should select one of the ten buttons which control this mode of Jet Strike.

There are the ten **Training** missions (each designed to allow you to familiarise yourself with the Jet Strike aircraft). To load any of these press Fire with the pointer above the name of one of them. You will now be able to play the training missions, starting with the one that you selected. The training aircraft are fitted with an automatic ejector seat which will rocket you out of the aircraft if you crash, usually saving your life. By the way, you only have one life and the ejector seats don't always work!

At the end of training, you will be ready to go to the next stage, **Practise**. In this game variant you will be presented with ten simulated missions in which you will be up against forces similar to those you will encounter in the later combat missions. In Practise, you can fly any aircraft, although you will have only three auto-ejector seats. Live ammo is used throughout the practise missions, much of which will be pointed at you! Once you have made it through this stage (and collected your "I'm-ready-for-anything-that-you-can-throw-at-me-pilot's-licence"), brace yourself to confront the forces of SPUDD!

In **Combat** you're on your own! Harry (under pressure from The Ministry of Finance) has removed all of the auto-ejector seats. You may, however, be able to capture one (along with other bonuses) from exploding enemy jets. Now, you can only get away with wrecking five of the more expensive aircraft before somebody from the Accounts (Active Agents) Department notices and gives you your marching orders. (Which will

be despatched in one of those cute little boxes that has a note attached which says, "This cute little box will self-destruct in five seconds..."). The Combat variant of Jet Strike consists of no less than 100 missions. To get to the end of the game you'll need speed, cunning, skill, and at least a dash of forward planning. You only have one life and because of this, there's just the merest hint of a possible minute smidgen of a chance that you might at some stage fail. To help you overcome the frustration that this might cause, level codes are provided at the start of some missions. Each time you see one of these you should note it down. This can then be used to start the game from the same point later on.

Aerolympics has been designed for two players. Here, you and a friend (or even an enemy) take it in turns to fly ten aeronautical tests against the clock. You can't be killed - but if you crash, fail your mission or run out of time you don't score any points. The aim of this game is to get more points than your opponent. Following our extensive research (in the lounge bar of the Dog and Bucket) we are now able to report that not crashing and completing the tasks as quickly as possible are the best tactics. To add to the challenge you have no weapons (unless specified by the mission), and you can get more points for using the more difficult to fly aircraft.

Passwords. Clicking on the LVL CODE button allows you to enter a password. Once you have done this you will re-join the Combat variant of the game at a later mission. Every seven or so missions, you will see a password alongside your mission briefing. By entering this password you will re-start the game at that point. However, be warned, the best ending is reserved for pilots who beat the game without using any level codes!

The **Options** Button lets you make a few adjustments to the Jet Strike game:

Quick Mode: When set to YES, the game will skip directly from screen to screen, without doing any fades or wipes. This option is handy once you've already impressed the neighbours and just want to go into action against the forces of SPUDD!

Redefine Keys: If you have a non-UK keyboard (or you don't particularly like the keys that we use in the game) you can select this option and re-define any or all of the keys used in the game. To do this, simply press the keys that you want to use in response to the on-screen messages.

Fast Amiga (Amiga only): If you have an accelerated Amiga, switch this option to YES. By doing this you will bring the game down to a playable speed as well as introduce extra detail. This facility can also be toggled on and off using the S key during the game.

Learning To Fly (a crash course!)



The aircraft in Jet Strike fly just like real aircraft (sort of), so the first thing that you will have to do is learn how to fly!

Select Training 1 (Landing) from the Games Selection Screen. You will then see the Aircraft Selection Menu. Move the pointer to the aircraft on the top-left of this screen (the Goshawk 200 Trainer) and press Fire.

The main control in Jet Strike is the Joystick:

Pushing the Joystick up rotates the aircraft anti-clockwise. Pulling it down rotates it clockwise. This system may seem a little strange, but once learned it allows you to control the aircraft with an amazing degree of accuracy. Fortunately, you have ten training missions and an infinite number of aircraft to get use to this system. The aircraft's throttle (speed) is controlled by moving the stick left (to slow down) and right (to speed up). Alternatively, you can press the keys from 1 (engine idle) through to 0 (Full throttle) on the top of your keyboard. When you start training, the Autothrottle is switched on, to automatically control your speed. To switch it off, press the Left Amiga key (Left Alt on the PC version).

There are a few other keyboard controls which are used throughout the game. Probably the most important of these is the Spacebar which is the ejector seat (or bail out) control which will allow you to get out of the aircraft in a major hurry. While you are in training you won't have to worry about this too much as the three aircraft available to you are each fitted with automatic ejector seats. This means that when you crash, you will automatically be ejected from the aircraft - hopefully to safety. However, as no escape method is foolproof we may at some point have to scrape you off a runway!

Let's return to our first Training Mission and the Goshawk 200.

You should, by now, be on the runway and ready to go. Hold the joystick to the right. The engine will speed up to full throttle and the Hawk will start rolling down the runway. Once the aircraft is going fast enough, slowly pull the stick down. The aircraft will now pull up off the runway and start rotating clockwise. Once it is pointing upwards stop pulling the stick back and it will gain altitude. Now is a good time to pull up the undercarriage by pressing the U key. A message will come up on the screen to tell you that the wheels are now up. (If you press U again, the undercarriage will go back down and so on.)

You can check your height by looking at the radar display in the bottom right of the screen - the white flashing dot is your aircraft and a white line shows where your runway is.

Once you have gained some altitude you can experiment and get used to the rotation of the aircraft (Joystick up/down) as well as the throttle control (Joystick left/right). If you should lose too much speed the aircraft will stall and start to fall. To gain speed simply throttle up (Joystick right) or you could try making the aircraft dive until it is going fast enough not to stall (but watch out for that solid green stuff !) Your airspeed is shown in the display on the left of the screen.

As an added safety feature for trainee pilots, there is an automatic pilot on the training aircraft. Pressing the A key will toggle this on and off. While this is on (and you still have some fuel left) the aircraft will automatically pull up before crashing. The Automatic Pilot will also prevent the aircraft from stalling.

Landing is the difficult bit! Fortunately for you, most of the aircraft in Jet Strike have a built in fly-by-wire landing system. To use this put the undercarriage down (press U) and then hold down Fire on the Joystick. When the undercarriage wheels are down pressing Fire kicks in the fly-by-wire system. While Fire is held down, the aircraft automatically adjusts itself to the correct angle of attack and speed to land softly(ish). All you have to do is to line the plane up with the runway (this might require some practise!)

If you get it right, you will touch down on the runway. You'll notice that any buildings over your runway are "in the background" so you can't crash into them. Once you have landed hold the joystick to the left and the aircraft will slow to a halt. Your Commanding Officer will now come out and congratulate you on finishing your first mission. Landing can be tricky and you might not get it right the first time around. If you should write off your plane ignore the sarcastic comments from Harry, the flight mechanic, and get back into the air again!

A few tips on landing and surviving

Most of the helicopters and light aircraft, as well as the Harrier are able to land on grass, although it must be flat (no craters) and the aircraft will tend to bounce a bit on landing. Amphibious aircraft, such as the Grumman Goose can also land in the water, as long as the undercarriage is UP.

If your undercarriage should become damaged you can attempt to crash-land the aircraft. You should come in very slowly and carefully, landing on any flat area (grass, runway or water). This is a risky business and you should be ready to eject as the aircraft may explode or flip over.

If you hit the runway too hard in a normal landing the undercarriage might collapse leaving you skidding towards oblivion.

If, for any reason, you feel that a landing is either impossible or too risky you should eject from the aircraft. If you do this you will probably survive. Some aircraft are not fitted with ejector seats. With these you must either gain enough altitude before you bail out (to give your parachute time to open) or fly very low over water and jump out: if you are low enough - you will survive (maybe)!

Using Weapons

Once you have completed your first take off and landing, you will move onto weapons training. Your first task is to bomb a target which is indicated by an orange line on your radar screen.

At the start of each mission, a message will appear on the screen indicating what ammunition Harry (your ever vigilant mechanic) has loaded onto your aircraft. Gun ammo is nearly always loaded. You can normally carry two other weapons on the hardpoints or in the bomb bays of your aircraft. Usually, two weapons will be selected for you at the start of each mission and loaded into the two weapons systems. These are referred to as left weapon and right weapon, not because they are on the left wing and right wing (if they were, the aircraft would probably tip over) but because they are fired by pressing Fire and moving the joystick left (to fire the left weapon) or right (to fire the right weapon). Pressing Fire without the stick right or left fires the guns. These can be used to shoot at virtually anything, although different aircraft have different guns with differing fire-powers.

If you don't like using the joystick right / left Fire method, bombs can be dropped using the keyboard. If you are using an Amiga you can drop bombs by pressing the right Amiga key and right Alt key to fire the two weapons. With a PC, press the Alt Gr and Right Ctrl keys.

If you want to use different weapons from those selected by Harry (from the 40 different types of bombs, missiles and rockets), pull down on the joystick when the aircraft has stopped on the runway. You'll now see a screen showing an inventory of some of the weapons available. (The rest can be seen by clicking on the arrow button). Click on the items that you want as your left and right weapon and then click on DONE. You can also, at this stage, pick a different aircraft. To do this, click on NEW PLANE.

As each weapon has its own characteristics, you should try out as many as you can while you are in training. Some weapons cannot be carried by training aircraft. These you will have to try out later on.

Air-to-air missiles cannot be fired without locking them onto an enemy aircraft. When locked on, a box will appear on the screen in the direction of the aircraft, at this stage you can fire any long- or medium-range missiles (such as Phoenix, AMRAAM, Sparrow and Skyflash) at the enemy plane. When a diamond appears in the box, you can fire short-range missiles (such as Stinger and Sidewinder) or your guns at the opposition.

A similar system is used when attacking ground targets. A smaller box will appear in the direction of the ground target which you have locked on to. You can fire air-to-ground weapons without locking on - but some of them will just fly off unguided. With simple bombs you don't need a lock on - just drop them!

Helicopters

Once you have finished your training in the "normal" aircraft, try learning to fly a helicopter. One is available to you in Training Mode, the Wessex.

Helicopters are flown differently from the jets in this game, their controls are far easier to use:

Pushing the Joystick up makes the helicopter go up, Joystick down makes it go down, Joystick left makes it fly to the left and Joystick right makes it go to the right.

The Wessex and most other helicopters have fixed undercarriages - so you don't need to use the U key. Helicopters don't have auto-pilots - they're easy enough to land without help!

Helicopters are particularly useful when you need to rescue someone from a small space, or from a site where a jet wouldn't be able to land. If it is a designated rescue helicopter you will be provided with a winch-man to haul up downed pilots, secret agents, scientists and whoever else happen to be in the thick of it. In combat, they're able to hover over an area and plaster it with unguided rockets.

Some of the more advanced helicopters such as the Apache and Werewolf along with Vertical/Short Take Off and Landing (VSTOL) jets such as the Harrier can be controlled as both helicopters and as "normal" aircraft. This offers you all the hovering capability of a helicopter along with the ability to do high-speed aircraft manoeuvres. If you are using one of these machines, pressing Return (or Enter) will toggle between Agile Mode (flying as a normal aircraft) and Hover Mode (flying as a helicopter). There is also another method of changing between these modes. If you are hovering, move the joystick full left or right and hold it there until you are at the far left or right of the screen. Next, waggle the stick up / down or down / up. You will now change to Agile Mode. To change from Agile Mode to Hover Mode, slow the aircraft down and hold it straight and level until it floats to the centre of the screen. If you continue to hold the stick left, it will change to Hover Mode.

Controls overview



Joystick

Aircraft / Agile Mode		Helicopter/Hover Mode	
Up	Rotate anti-clockwise	Up	Go Up
Down	Rotate clockwise	Down	Go Down
Left (or Left Shift)	Throttle down	Left	Go Left
Right (or Right Shift)	Throttle up	Right	Go Right

All Modes

With undercarriage up		With undercarriage down	
Fire	Fire guns	Fire	Fly-by-wire
Fire and Left (or Right Amiga)		Fire left weapon	(Amiga Version)
Fire and Right (or Right Alt)		Fire right weapon	(Amiga Version)
Fire and Left (or Alt Gr)		Fire left weapon	(PC Version)
Fire and Right (or right Ctrl)		Fire right weapon	(PC Version)

When parked on the runway

Down	Re-arm, changes weapons, change aircraft
Up (or T)	Turn aircraft around

Keyboard

Key	Action
SPACEBAR	Eject (bail out)
RETURN/ ENTER	Change between Agile and Hover Modes (agile helicopters and VSTOL aircraft only)
A	Engage or disengage auto-pilot (Training Mode only)
U	Lower or raise undercarriage
Numbers 1 to 0	Set throttle speed (1=idle, 0=100%)
L	Lock out all weapons except for guns (stops you accidentally dropping bombs in a dogfight)
D	Toggle display smoke
P	Pause (any key or Fire unpauses)
Left Amiga (Amiga) or Left Alt (PC)	Toggle Autothrottle on/off
?	Display Mission Briefing
ESC + Fire (held)	Self-destruct

If you are using a joystick which has multiple fire buttons wired separately (for example, the Sega control pad), then you can use the second button in Jet Strike. The second button can be assigned to copy the action of any of the keys on the keyboard (as a default it is U - undercarriage up / down) but, by pressing B and then the key you want to assign to the button, it will become a duplicate of that key. For instance, if you want the second button act as a pause key press B followed by P.

There are all sorts of mission types in Jet Strike. (We won't spoil your fun by giving away too many clues here). During the course of the game, you will be asked to shoot down enemy aircraft, bomb targets, attack convoys, take photographs, deliver and rescue agents men along with lots of other stranger tasks. Sometimes (especially with later missions) you will have to complete several tasks to complete a mission and move on to the next one.

A target is displayed as an orange line on your radar screen. This is what you will need to attack, photograph, deliver an agent to, or the point that you will have to rescue someone from.

Enemy aircraft show up on the radar display as flashing orange dots.

Aircraft

Selecting the most appropriate aircraft for the job is vital in Jet Strike, especially as the better aircraft are in limited supply. Apart from the training aircraft (or those used in Aerolympics) most machines are available for a limited number of missions. If any aircraft of a particular type are wrecked, then the number of missions in which that type can be used is further reduced. Because of this, you can't use the best aircraft in every mission (even if you were good enough to survive that long!) You should try to conserve the better machines for when the missions get tougher!

Each aircraft has its own strengths as well as its own weaknesses. For instance, the Phantom flies like a brick at low levels but it can carry a lot of bombs and is an excellent dogfighter. On the other hand, the A-10 Warthog is an excellent low level tank buster, but its chain gun is fairly poor in air-to-air combat.

Because each pilot will have his or her own personal preferences in aircraft, it is suggested that you try out as many as you can in the practise missions. Another factor in the "which aircraft?" equation is that with light aircraft (microlights, biplanes and most non-jets) you earn a points bonus for virtually anything you do. For instance, you can multiply your point count by five by completing a mission with the Focker Triplane! The Ministry of Combat accountants aren't too worried about light aircraft (they are relatively inexpensive), so you can wreck as many as you want. On the downside, light aircraft have more chance of being shot down or exploding when hit.

For more information on each of the aircraft used in Jet Strike you should refer to *The Jet Strike Little Book of Aeroplanes*.

There is a wide choice of weapons in Jet Strike. They range from the wimpy air mines (which drop out and explode behind you thus deterring enemy aircraft attacking from behind) to area denial weapons such as the JP233 and Hades (which spread highly destructive bomblets over a wide area).

Also included among the weapons, are:

Camera Pods (these allow you to pinpoint an area for a spy satellite to photograph at the end of the mission).

Drop Tanks (which allow you to carry extra fuel).

A camera pod is triggered in the same as any "normal" weapon. A drop tank can be released at any time by holding down the fire button while the Joystick is in the firing position. You must do this for a little longer than would be required when dropping bombs to ensure that you only drop a fuel tank when you really want to. Drop tanks will cause some damage when they hit the ground - the degree of which will depend upon the amount of fuel remaining.

Weapons can be divided into two (albeit, rough) categories:

air-to-air, and,
air-to-ground.

Air-to-air weapons are, mostly, missiles. These have a variety of ranges. Air-to-ground weapons have a much wider spread of designs.

Air-to-air weapons

Stinger	Very short range - mainly used for self defence
Sidewinder	Short range - standard air-to-air missile
AMRAAM	(Advanced Medium Range Air to Air Missile) says it all really !
Phoenix	Very long range - heavy warhead
Sky Flash	Standard RAF medium-range missile
Sparrow	Older NATO medium-range missile
Air Mine	Simple self-defence weapon

Air-to-ground bombs and rockets

250 lb., 500 lb., 1,000 lb. and 2,000 lb. bombs	Standard lumps of explosives in an iron casing. Unguided. Cheap but effective.
500 lb. and 1,000 lb. Drag Bombs	Normal bombs with Snakeye retard fins.
500 lb., 1,000 lb. and 2,000 lb. Laser Guided Bombs	Normal bombs fitted with Paveway Laser Guidance. These follow a laser to their target. So long as the target is kept locked on, it's history!
Cluster Bombs	These bombs eject several smaller bomblets which scatter over a large area destroying light targets. The Drag version's bomblets are parachute retarded to cause wider damage.
Bunker Buster	A 3,000 lb. bomb. Well, actually a 2,000 lb. bomb with a 1,000 lb. iron nose cone.
JP233's	Major league runway-busting bomblet-dispenser. Fly at a low level over the target, press Fire and watch it vanish!
Hades	A cluster bomb of hellish proportions. When dropped on a low level target each bomblet does the same damage as a 2,000 lb. bomb!
FA Bomb	A Small tactical version of the Fuel Air Bomb. This bomb explodes just over the target area, having a devastating effect on vehicles, without damage to hardened surfaces such as runways.
Skip Bomb	An advanced version of the famous bouncing bomb. This one can be dropped from any height and at any speed.
Hydra Pod	16 unguided rockets. Used in attacking unarmoured targets and causing damage over a wide area.
A.G. Rocket	Unguided rocket. For use against smaller aircraft
Light Rocket Pod	Seven A.G. rockets in a pod.
Heavy Rocket	Armour piercing (unguided) heavyweight rocket.

Air-to-ground Missiles

ALARM	Waits for a target to be illuminated and then destroys it from above.
HARM	Tracks in on any radar emitting target to destroy it.
Harpoon	Anti-ship cruise missile with a heavy warhead.
Sea Eagle	UK anti-ship missile
Sea Skua	Smaller version of Sea Eagle for use by helicopters and light aircraft
AGM-65	The standard "Maverick" air-to-ground missile
AGM-130	Cluster bomb equipped air-to-ground missile
Hellfire AT	Short-range single anti-tank missile
TOW AT	Short range missile (similar to Hellfire AT) carried in packs of two

Getting Shot At



This will happen to you a lot! A heavily-armoured aircraft (such as an A-10, Frogfoot, Apache or Werewolf) can soak up a lot of hits before causing concern. However, after only a few hits most aircraft will start having critical failures. When this happens the green indicator lights in the bottom left of your display will turn red.

Damage can include simple display failures, weapons failures, undercarriage damage (where it locks up or down or is even blown to bits - this will force you to bail out or attempt to crash land), fuel leaks, engine failures and even engine fires. If the engine catches fire it will progressively deteriorate, finally the aircraft will explode! Unless you are incredibly brave (or incredibly stupid) the smoke coming from your aircraft should be a prompt to abandon aircraft! Unless you are playing Jet Strike an Amiga with 1 meg of RAM or less, you'll hear a "Mayday" message to warn you that it's Spacebar time.

If an enemy aircraft explodes in mid-air, there is a chance that it will drop a bonus pod which you can try and collect. Each bonus will improve either your aircraft or your score. Here are some of the bonuses you can expect to find:



Fuel Pod

Increases your aircraft's fuel capacity.



Ammo Pod

Increases your aircraft's gun ammo capacity.



Fire-Power

Increases the power of your aircraft's guns.



Armour

Increases the armour plating on your aircraft.



Auto Ejector

Gives you an auto ejector seat.



ECM

Increases the power of your aircraft's Electronic Counter-Measures system, making it harder for the enemy radar to track you.



Fire Extinguisher

Automatic fire extinguisher. In the case of an engine fire this will reduce the extent of the fire or even put it out.



Aircraft Repair

Completely repairs any damage to your aircraft on the spot.



Bonus Saver

Normally when you lose an aircraft you will lose any bonuses that you had gained for it. If find a bonus saver however those bonuses will be carried on to your next aircraft.

Extra Aircraft



This bonus is usually only awarded when you get a certain number of points (1,000,000, 2,000,000, 4,000,000 and so on) and allows you to wreck one more aircraft before the Accounts Department permanently closes your account.

After playing Jet Strike for a while you will probably develop your own tactics, as the different flying characteristics of each aircraft lend themselves to different tactics. However, here are some handy words of wisdom from our developers:

As amazing as it may seem, most crashes occur because you collide with the ground or something else of a similar solid nature. Because of this, you should always try and think ahead a little. Always be ready for a sudden pull-out (or bail out!) Unless you are playing Aerolympics, you can take as long as you like to complete a mission. In an unfamiliar area, first arm your aircraft with a camera pod along with some air-to-air missiles to defend yourself. Take a flight around the area at a high level. While you're doing this take photos of any possible danger spots (for example, when anything shoots at you). If you're high enough the enemy SAMs can't hit you. Return to base and examine the photographs. You can now suitably re-equip your aircraft and set off for your target in the confidence that you now know what awaits you.

When turning around try to get into the habit of always turning upwards. (When you are going left you should pull the Joystick down. If you are going right, push the Joystick up.) In this way you will have less of a chance of accidentally hitting the ground or low-level objects.

When you have to fly over dangerous territory to reach a target you will inevitably be fired at before you reach your objective. Don't be afraid to arm up with suitable weapons and destroy the defences first. Return to base, re-arm and then go after your target.

If there is an enemy runway at or near your target area, make a point of putting large holes in it. Enemy jets might otherwise scramble from there at any time (usually when you are short on ammo, or running low on fuel). The best anti-runway weapons are JP233's, Durandals, Bunker Busters and 2,000 lb. bombs. If you fancy a challenge, ignore the runways but always carry plenty of air-to-air missiles for the inevitable dogfights!

Watch out for the unexpected. Targets are usually well defended. As you fly over them you will often be shot at. Even a single infantryman with a rifle can shoot down an unsuspecting low-flying aircraft.

Always protect your airfield. If anything hits it you will lose aircraft and weapons from your supplies. This will make it much harder to complete the game. If anything looks like threatening your base, eliminate it as quickly as possible!

Be prepared to crash land if you have to! All the aircraft can be crash-landed in an emergency. If you are successful, the aircraft can usually be recovered and used again.

Watch out for debris! When you destroy a target, it will usually explode, throwing debris everywhere. If this hits you it will damage your aircraft, so watch out!

Use your codes. Check each mission briefing to see if you have been given a Level Code. If so, write it down so that you can start at the same mission later after wrapping your F-16 around a tree!

Tips for the terminally brave

An engine fire doesn't always mean it's time to "use the sunroof". If you are particularly brave or mad, you can always try and land the aircraft - but this is not recommended. Don't attempt to use fly-by-wire, as this isn't able to handle an aircraft when it is badly damaged.

You get more points for using a light aircraft to complete a mission, so use one of the biplanes, microlights and other toy aircraft. If you wreck them, they don't come out of your pay cheque. So as long as you survive, you get a higher score.

The lower you are to the ground, the less chance enemy radar has of spotting you and sending up fighters. So if you "hedge hop" or fly "knap of the earth", you have a better chance of survival. (Assuming you don't crash into anything of course!)

If you need to land or stop in a hurry (when, for example, picking up agents from short landing strips, or playing Aerolympics), you should try to get the aircraft to move as slowly as possible before hitting the ground. If you switch on the display smoke (with the D key), you can monitor the aircraft's descent more accurately which might help you to avoid stalling or landing too hard and wrecking your undercarriage.

Above all else, remember that you only have one life in this game, so be prepared to hit your Spacebar.

Warranty



In the unlikely event of you finding any faults in this product you should immediately return the whole package to your dealer for a replacement. Alternatively, you may return any faulty disks to us.

You should send the original disks in a strong secure envelope to:

Rasputin Software (JS)
38/40 High Street
Green Street Green
Orpington
Kent BR6 6DF

Please include the following details:

your name and address,
the date of purchase,
where the product was purchased,
the nature of the fault, and,
precise details of your computer (make and model, e.g.: CBM-Amiga A1200).

Please allow up to seven days for receipt of your replacement disks.

This limited warranty is valid for 90 days from the date of purchase and does not affect your statutory rights. It is provided on the understanding that disks are correctly used in the machine stated on the disk labels and are not stored in extreme temperatures, in areas of ionising or magnetic radiation, exposed to any liquids or volatile substances or misused in any other way.

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And Finally....

Once you have completed all of the missions which are contained within this package you may want to face further sky-borne challenges. Throughout 1994, we plan to release a number of additional mission disks - watch out for our announcements in the computer press.

Appendix

The Jet Strike Little Book of Aeroplanes

By Aaron Fothergill

Introduction

Following extensive and painstaking research carried out among pilots we have discovered that most of them actually prefer to know what aircraft they are flying, either as a result of years of experience, or by reading a little name tag on the dashboard. CAA Directive No. CQ994 states that “*..all pilots must be able to recognise the aircraft they are flying, without the aid of name tags, hints from the control tower or any other source..*” It is with this in mind that this book, which details the aircraft available for you to fly in Jet Strike, has been written.

The information in this book is accurate only for flying the aircraft in Jet Strike. It is accurate at the time of going to press. Since this book's publication SPUDD agents may have infiltrated the Civil Service, especially the Ministry of Aeroplane Spotting. Their actions could mean that some of the details in this book are incorrect. Please take note of any errors before crashing!

Throughout this book each aircraft is listed with details of its weapon capacity, landing capability (whether it can land on runways, grass or water), its mode of flight and any little foibles that you should watch out for (such as a total inability to pull up in time).

Training Aircraft

These aircraft are ideal for learner pilots. They are (moderately) forgiving and usually easy to fly.



Aircraft	Aeromacchi MB-339	BAe Goshawk	Pilatus Porter	Westland Wessex
Type	Jet Trainer	Jet Trainer	Light Aircraft	Rescue Helicopter
Armour	None	None	Light AC	None
Hardpoints	4	4	2	-
Weapons				
Overall	2,000lb	2,000lb	1,000lb	-
Per Hardpoint	1,000lb	1,000lb	500lb	-
Gun	2x Machine Guns	30mm Aden Cannon	Automatic Rifle	-
Ammo	300rnds	300rnds	10rnds	-
Lands on.. Grass			✓	✓
Auto Pilot	✓	✓		
Fly-By-Wire	✓	✓		
Fixed U/C			✓	✓
Arrestor Hook	✓			

The number of *hardpoints* is the number of individual positions where bombs can be loaded and, therefore, dropped. In an aircraft with four hardpoints, bombs can be loaded into four different areas which can each be dropped separately. Most bombs can be loaded onto hardpoints in clusters (up to four per hardpoint) and so the number of bombs (or other weapons) the aircraft can carry depends upon the weight of the weapon, the number of hardpoints and the number carryable per hardpoint.

The **Aeromacchi MB-339** is a popular Italian jet trainer which is often used in displays. It can easily be used as a light attack aircraft.

The **BAe Goshawk** (or T-45) was built in response to the US Navy's requirement for an aircraft carrier jet trainer. It is a variant of the popular Hawk jet trainer used by the RAF. In a fit (or flight) of license, various features of the Hawk 200 have been added to the Jet Strike Goshawk enabling it to carry better weapons.

The **Pilatus Porter** is a civilian transport aircraft. Because of its amazingly short take off and landing ability, coupled with a low stall speed, it is an ideal machine for picking up secret agents. With this slightly dangerous mission capability in mind, a few weapons have been added!

The **Westland Wessex** has been one of the RAF's main Air Sea Rescue helicopters for some years. The Jet Strike version has a long flight range. It is equipped with a winch for picking up downed pilots, agents and so on from places where you wouldn't want to land.

Combat Aircraft

On the whole, these aircraft are more difficult to fly than training machines. Each of these have their own individual characteristics. As you will discover, these will do most of the hard work in Jet Strike.



Aircraft	A-10 Warthog	A-4 Skyhawk	BAe Harrier II	Bronco
Type	Ground Attack Bomber	Ground Attack Bomber	VSTOL jet Fighter/Bomber	Turboprop Recon/attack aircraft
Armour	Heavy	Light	Medium	Medium
Hardpoints	10	4	6	8
Weapons				
Overall	16,000lb	3,000lb	8,000lb	2,000lb
Per Hardpoint	2,000lb	1,000lb	2,500lb	250lb
Gun	Multi Barrel Chain Gun	20mm Cannon	30mm Aden Cannon	20mm Cannon
Ammo	1,000rnds	200rnds	400rnds	400rnds
Lands on..				
Grass			✓	✓
Fly-By-Wire	✓	✓	✓	✓
Fixed U/C			✓	✓
Arrestor				
Hook		✓		
Parachute				
Braking				

The **A-10 Warthog** (or Thunderbolt II, as it is officially called) is a specialist ground attack bomber able to carry large numbers of bombs and missiles. It is heavily armoured and carries a multi-barrelled chain gun which is able to rip through tank armour.

The **A-4 Skyhawk** is a light ground attack bomber and is mostly used by smaller air forces

The latest in the amazing Harrier Jump Jet series is the **BAe Harrier II**. As it can fly normally as a jet or it can hover like a helicopter it is ideal for both ground attack and carrier work.

The **Bronco** is a strange little observation and light attack aircraft. Fairly heavily armoured, it can carry enough weapons to either defend itself or make itself noticed.



Aircraft	Buccaneer	EFA Eurofighter	F-117 Stealth Fighter	F-14 Tomcat
Type	Jet Bomber	Jet Fighter/Bomber	Stealth Attack Jet	Jet Fighter/Bomber
Armour	Medium	Light	None	Medium
Hardpoints	6	6	2	10
Weapons				
Overall	16,000lb	6,000lb	6,000lb	12,000lb
Per Hardpoint	2,000lb	3,000lb	3,000lb	3000lb
Gun	30mm Aden Cannon	27mm Mauser Cannon	-	30mm Vulcan Cannon
Ammo	150rnds	500rnds	-	400rnds
Lands on..				
Grass				
Fly-By-Wire	✓	✓	✓	✓
Fixed U/C				
Arrestor				
Hook	✓	✓		✓
Parachute				
Braking	✓		✓	✓

The **Buccaneer** was originally used as a naval strike aircraft by the RAF and Royal Navy. It is now used as a laser designator aircraft for Paveway laser-guided bombs. Development of the **EFA Eurofighter** has been heavily delayed due to political negotiations on who does what and, more importantly, who pays for it. (It's all been a bit like the arguments that go on at the end of a restaurant meal, but on a bigger scale). The EFA now seems to be set to take its first real flight around 1997. It has been designed to take the place of the Tornado and Jaguar squadrons of the RAF, Luftwaffe and the Italian Air Force.

The **F-117 Stealth Fighter** (or the "Wobblin' Goblin" as it is unkindly referred to as) is the first combat aircraft to utilise "Stealth" technology to the full. Weapons are all carried in internal bays. This aircraft has no guns - its fly-by-wire computer has enough of a job just keeping that shape in the air! All forms of exhaust and intake are infra red shielded. Unfortunately, this aircraft is a pig to fly and is even worse at hitting targets!

The **F-14 Tomcat** is a carrier-based aircraft used by the US Navy which can act as either a fighter or a bomber. Its swing wings make it highly agile.



Aircraft	F-15 Eagle	F-16 Falcon	F-18 Hornet	F-20 Tiger Shark
Type	Jet Fighter/ Bomber	Jet Fighter/ Bomber	Jet Fighter	Jet Fighter
Armour	Medium	Light	Light	Light
Hardpoints	10	7	6	4
Weapons				
Overall	10,000lb	6,000lb	6,000lb	4,000lb
Per Hardpoint	3,000lb	3,000lb	3,000lb	1,000lb
Gun	30mm Vulcan Cannon	20mm Cannon	20mm Cannon	20mm Cannon
Ammo	800rnds	500rnds	500rnds	400rnds
Lands on..				
Grass				
Fly-By-Wire	✓	✓	✓	✓
Fixed U/C				
Arrestor				
Hook		✓	✓	
Parachute				
Braking				

The **F-15 Eagle** is a twin jet heavyweight multi-role fighter / bomber as well as being an excellent dog-fighter.

The **F-16 Falcon** can do almost anything: from dog-fighting and ground attack to nifty air show routines. This lightly armoured aircraft seems to be allergic to ground fire, although it is used more than the F-15 mostly because it is cheaper to build !

The **F-18 Hornet** is slightly more agile than the F-16. It is used mainly as an aircraft carrier-based interceptor.

The **F-20 Tiger Shark** was originally designed as an updated single-engine version of the F-5 Freedom Fighter. It is used by US Aggressor Squadrons in place of enemy jets when training fighter pilots. It is agile, lightly armed and flies like a rocket (going up is no problem - it's going down that you have to worry about!)



Aircraft	F-4 Phantom	F-5 Freedom Fighter	Gruman A-6 Intruder	Jaguar Mk2
Type	Jet Fighter/ Bomber	Jet Fighter	Jet Bomber	Jet Fighter/ Bomber
Armour	Light	Light	Medium	Light
Hardpoints	8	4	8	7
Weapons				
Overall	8,000lb	4,000lb	8,000lb	6,000lb
Per Hardpoint	3,000lb	1,000lb	3,000lb	3,000lb
Gun	30mm Aden Cannon	2 x 20mm Cannon	-	2 x 30mm Aden Cannon
Ammo	500rnds	200rnds	-	500rnds
Lands on..				
Grass				
Fly-By-Wire	✓	✓	✓	✓
Fixed U/C				
Arrestor				
Hook	✓		✓	
Parachute				
Braking	✓	✓		✓

The **F-5 Freedom Fighter** is currently used by smaller airforces and is often seen in films (where it is usually painted black and brandishes a little red star - having been told to pretend to be a Mig). Just like its big brother, the F-20, the F-5 flies with all the grace and charm of a brick!

The **Grumman A-6 Intruder** is a carrier-based bomber which saw active service during the Vietnam war. It is unusual in that it has no guns or other defensive weaponry!

The **Jaguar Mk2** is used by both the RAF and the Italian Air Force for both ground attack and patrol work. It is able to be used in most roles (well, our one is anyway). Watch out for its brick-like flying when trying to pull up out of a steep dive!

The **McDonald Douglas F-4 Phantom** is an ideal air-to-air fighter, but it flies like a brick (watch out when you need to pull up quickly!) The Jet Strike version is the RAF variant with an arrestor hook fitted for carrier work.



Aircraft	Mig-21 Fishbed	Mig-29 Fulcrum	Panavia Tornado F3	Su-25 Frogfoot
Type	Jet Fighter	Jet Fighter/ Bomber	Swing Wing Fighter/Bomber	Ground Attack Jet
Armour	Light	Light	Light	Heavy
Hardpoints	4	6	2	10
Weapons				
Overall	4,000lb	8,000lb	8,000lb	20,000lb
Per Hardpoint	1,000lb	4,000lb	4,000lb	2,000lb
Gun	30mm Cannon	30mm Cannon	2 x 27mm Mauser Cannon	2 x Anti Tank Cannon
Ammo	400rnds	260rnds	350rnds	200rnds
Lands on.. Grass				
Fly-By-Wire	✓	✓	✓	✓
Fixed U/C				
Arrestor Hook		✓		✓
Parachute Braking	✓		Reverse Thrust	

The **Mig-21 Fishbed** is out of date, under-powered and generally bad news to fly: so you get lots of them!

The **Mig-29 Fulcrum** is agile, powerful and surprisingly modern. In a competent pilot's hands it is more than a match for either the F-15 or the F-16.

The **Panavia Tornado F3** is not a great dog-fighter but it is an excellent weapon's platform for modern air-to-air missiles and therefore ideal for interceptor work. It can carry all manner of weapons for both low and high level bombing.

The **Su-25 Frogfoot** is the Russian equivalent of the A-10. It has heavy-duty armour combined with a high-lift wing and BIG guns.



Aircraft	SAAB Grippen	SAAB Viggen	Su-27 Flanker
Type	Jet Fighter/ Bomber	Jet Fighter/ Bomber	Jet Fighter/ Bomber
Armour	Light	Light	Medium
Hardpoints	6	5	10
Weapons			
Overall	6,000lb	6,000lb	16,000lb
Per Hardpoint	3,000lb	2,000lb	4,000lb
Gun	30mm Cannon	30mm Cannon	30mm Cannon
Ammo	400rnds	400rnds	350rnds
Lands on.. Grass			
Fly-By-Wire	✓	✓	✓
Fixed U/C			
Arrestor Hook			✓
Parachute Braking	✓	✓	

The **SAAB Grippen** is (at the time of writing) undergoing trials with the Swedish Air Force. This aircraft will replace the **SAAB Viggen** (the current mainstay of the Swedish Air Force). Both the Grippen and the Viggen are fully multi-role aircraft, able to act either as a fighters or as a light bombers.

The **Sukhoi SU-27 Flanker** is just as agile as the Mig-29 and is both heavily armed and armoured. Despite some terrible paint jobs, it is very popular at air shows.

Helicopters

Helicopters can be more difficult to fly than jets. Those in Jet Strike are, however, highly agile and more than capable of completing most of the missions.



Aircraft	Westland Lynx	Hughes 500 Defender	AH-64 Apache	Kamov KA-50 Werewolf
Type	Agile Helicopter	Agile Helicopter	Agile Helicopter	Agile Helicopter
Armour	None	None	Heavy	Heavy
Hardpoints	4	2	4	4
Weapons Overall	2,000lb	1,000lb	4,000lb	4,000lb
Per Hardpoint	1,000lb	500lb	1,500lb	1,500lb
Gun	Side Mounted 20mm Cannon	20mm Cannon	Multi Barrel Chain Gun	30mm Anti-Tank Cannon
Ammo	400rnds	200rnds	500rnds	500rnds
Lands on.. Grass	✓	✓	✓	✓
Fly-By-Wire	✓	✓	✓	✓
Fixed U/C	✓	✓	✓	
Arrestor Hook				
Parachute Braking				

The **AH-64 Apache** is a heavyweight attack helicopter which has been designed to give and take heavy punishment. It can take on most targets without needing so much as a paint job!

Although generally regarded as a civilian helicopter, the **Hughes 500** can easily be converted into a light attack machine and goes by the name of Defender.

The **Kamov KA-50 Werewolf** is the latest Russian attack helicopter and is possibly the best of its kind currently available. It has a twin contra-rotating main rotor which makes it highly manoeuvrable and a single anti-tank gun which makes it extremely deadly. The Werewolf is the only helicopter to be fitted with an ejector seat.

The **Westland Lynx** is a highly agile support helicopter. It is able to carry troops or act as an attack or anti-tank helicopter.

Aircraft	Huey	Type	Support Helicopter
Armour	None	Hardpoint s	2
Weapons (max load)	Overall 200lb	Per HP 100lb	
Gun	Side Mounted Machine Gun	Ammo	150rnds



The **Huey** is the classic troop support helicopter. The Jet Strike version of the Huey is fitted with a winch for rescue work. Just to show you how nice we are we've fitted a side-mounted machine gun as well.

Light aircraft and a couple of historic ones that we thought you might like!

Not every mission in Jet Strike requires the latest high tech, high speed, combat aircraft. Besides, you might want to rise to the challenge of earning the extra points you get for using a light aircraft.



Aircraft	Acro Jet	Focke DR-1	Gee Bee Z Air Racer	Gruman Goose
Type	Mini Jet	Antique Triplane	Piston Engined Air Racer	Twin Engined Seaplane
Armour	Light AC	Light AC	Light AC	Light AC
Hardpoints	*	2	2	2
Weapons Overall	*	200lb	200lb	1,000lb
Per Hardpoint	*	100lb	100lb	500lb
Gun	Machine Gun	2 x Machine Guns	-	Machine Gun
Ammo	50rnds	100rnds	-	100rnds
Lands on.. Grass		✓	✓	✓
Water				✓
Fly-By-Wire	✓			✓
Fixed U/C		✓	✓	

* : This aircraft can carry up to 600 lb. of weapons (500 lb. on the centreline: left control, and 100 lb. on the right).

Do you remember that film where a certain secret agent flies a tiny jet aircraft out of a horse box and then through a hangar (taking out lots of bad guys in the process)? Well it's actually a real aircraft called the **Acro Jet** and we've got one!

The **Focker DR-1** is the famous triplane as used by the Red Baron in the First World War. Compared to a modern aircraft it is slow, under-powered and practically unarmed....but what the heck!

The **Gee Bee Z Air Racer** is *the* classic air racer. It's bit awkward to fly (it has killed several pilots) but don't let that deter you! The techies have managed to weld on a couple of hardpoints to help you out.

The **Grumman Goose** is a famous twin-engined seaplane. It is popular among film makers and adventurous types (because it is relatively inexpensive and not too rare). The Jet Strike Goose is well equipped to take care of itself. We've stuck a machine gun on it along with two hardpoints so that you can carry up to 1,000 lb. of weapons!



Aircraft	Super Solution	Supermarine Spitfire
Type	Piston Engined Air Racer	Piston Engined Fighter
Armour	Light AC	Light AC
Hardpoints	2	2
Weapons		
Overall	500lb	1,000lb
Per Hardpoint	250lb	500lb
Gun	Machine Gun	2 x 20mm Cannon
Ammo	30rnds	150rnds
Lands on..		
Grass	✓	✓
Water		
Fly-By-Wire		✓
Fixed U/C	✓	

The original **Super Solution** was built for air racing in the 1930's. A standard equipped version of this machine wouldn't be much use for a secret agent like yourself, so we've stuck a machine gun on it and some hardpoints for weapons!

The almost legendary **Supermarine Spitfire** was used well into the 1950's in various forms. The Jet Strike Spitfire is a souped-up Mk 14 version with twin cannons and hardpoints.

The Very Strange Section

Okay, so this last one is really weird but it just goes to show what we can do in future Jet Strike mission disks!

The **Dragon** was reputedly flown by the Flying Toaster division of Erik the Not Particularly Nice's revered Gutbuster Army during the War of the Crinkly Fjord. It has been virtually unused for the past two millennia (apart from a spell as a British Prime Minister). The Dragon flaps its wings and breathes fire. It can land on water (having learned how to swim) and is fitted with an ejector seat. The fire-breath draws directly from your fuel supply, so equip it with a drop tank if you intend to go around torching everything! This mythical Flying Beastie has no armour, liable to explode when hit, (you would too if you were mostly methane!) Carries up to 200 lb. of weapons in two hands (maximum 100 lb. per hand). Runway, grass or water (undercarriage up) landing. Equipped with fly-by-wire.



The Final Section

That's it for all the aircraft available in Jet Strike. We did have another one but someone stole it!

You might be wondering why so many aircraft have fly-by-wire controls (which are there to make landing easier) when normally you would have been lucky to find them fitted with any controls at all. The reason is that those nice techno boffins back at Base, retro fitted out most of the aircraft for you and wanted to give you a fighting chance. Remember to buy them a pint when (or should that be - if) you make it back !

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Thanks to Adam Fothergill (graphics), David Anderson (project management) and David Jones (manual editor).

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